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### (54) USER-DRIVEN SPECTATOR CHANNEL FOR LIVE GAME PLAY IN MULTI-PLAYER **GAMES**

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#### (57)ABSTRACT

A multi-user system hosts a game session over a communication network. The game session includes a plurality of media streams that show one or more views of live game play for the game session. The multi-user system further assigns a spectator value to each media stream, updates one or more spectator values based on user inputs received during the game session, selects, for one or more time periods of the game session, one media stream to broadcast based on the spectator value assigned to the one media stream for the one or more time periods, and broadcasts the one media stream over the communication network.

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